OVERVIEW OF SITH™ LORD LEVEL

In the Sith Lord level, you will create more advanced Robots. Start by building the Y-frame. Then add attachments to the frame to build the Destroyer Droid, the Stepper, or the X-Walker.

The Destroyer Droid
page 8

The Y-frame
The core for all Droids on this page go to book 1 page 10

The Stepper
page 42

The X-Walker
page 54
If you have not yet built the Y-Frame, go to book 1 page 10
**KEEP ALIVE**

Select and Run Program 5 (Keep Alive). Flash the Destroyer Droid to make it move. Flash it several times to make it move faster. You can change the Droid’s direction by flipping the Direction Switch on the back of the model.

**ALARM**

Select and Run Program 6 (Alarm). A change in light causes the Destroyer Droid to move and sound an alarm.
If you have not yet built the Y-Frame, go to book 1 page 10
To add different attachments, go to Special Features (page 70) or go to the Stepper Challenge (page 69).
If you have not yet built the Y-Frame, go to book 1 page 10
To add different attachments, go to Special Features (page 70) or go to the X-Walker Challenge on the next page.
X-WALKER CHALLENGE 1
Experiment with different programs to find the best one for this Robot.

X-WALKER CHALLENGE 2
Rebuild your X-Walker to change the way it walks. Use the pictures below for help with changing the legs.

Also experiment with the length of the front legs

Change the legs so that they roll sideways as the X-Walker moves

Try changing the legs so that they are locked in place

TRY TO ADJUST THE LENGTH OF THE FRONT LEGS TO CHANGE THE WAY THE X-WALKER MOVES

Front leg in low position

Front leg in high position
STEPPER CHALLENGE 1
Add a head and arms to your Stepper. Use your own imagination, or go to Special Features (page 70) for ideas. Then program your Robot so it can walk backwards.

STEPPER CHALLENGE 2
Modify your Stepper so it turns as it walks backwards. Use the picture below for help.